What is claimed is:

1. A game apparatus comprising:

an image generation section for generating a space image of an object space, viewed from a virtual camera;

a blurring section for blurring an object first image of a predetermined object of objects in the object space, according to a distance from a predetermined position to the predetermined object in the object space, to generate a blurred object second image; and

an execution section for executing a predetermined game by displaying the space image including the blurred object second image on a display section.

2. A game apparatus as claimed in claim 1,

wherein the predetermined object comprises an objective target having at least one target surface, for expressing a target of the predetermined object, and an objective foundation for expressing a foundation of the target, according to a background of the predetermined object; and

the blurring section blurs an image of the objective target to bring an image of the objective foundation into appear.

3. A game apparatus as claimed in claim 1,

wherein the predetermined object the object first

image of which is blurred by the blurring section is determined from the objects in the object space, according to a progress of the predetermined game executed by the execution section.

4. A game apparatus as claimed in claim 1, wherein the predetermined position is a location of the virtual camera.

5. A game apparatus as claimed in claim 4, wherein the blurring section blurs the object first image of the predetermined object, according to a sight line angle of the virtual camera to the predetermined object.

6. A game apparatus as claimed in claim 1, further comprising:

a setting section for setting a fixation point as the predetermined position, according to a progress of the predetermined game executed by the execution section.

7. A game apparatus as claimed in claim 1, wherein the predetermined game is a racing game, and the blurring section blurs an object image on a racing course of the racing game.

8. A game apparatus as claimed in claim 1, wherein the blurring section blurs an object image of an object processed by an anti-aliasing, a mip mapping or a level of detail processing, of the objects in the object space.

9. A game apparatus as claimed in claim 1, wherein the blurring section carries out an image composition processing to the predetermined object as a transparency of the predetermined object is changed.

10. A game apparatus as claimed in claim 1, wherein the predetermined object comprises a first object for expressing a foundation and a second object for expressing a surface layer having at least one surface on the first object; and

the blurring section blurs the second object to bring the first object into appear.

11. A storage medium having a computer-executable program recorded thereon, wherein the program comprises:

a program code of generating a space image of an object space, viewed from a virtual camera;

a program code of blurring an object first image of a predetermined object of objects in the object space, according to a distance from a predetermined position to

the predetermined object in the object space, to generate a blurred object second image; and

a program code of executing a predetermined game by displaying the space image including the blurred object second image on a display section.

12. A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

a program code of expressing a target of the predetermined object;

a program code of expressing a foundation of the target, according to a background of the predetermined object;

a program code of expressing the predetermined object having the target and the foundation; and

a program code of blurring an image of the target to bring an image of the foundation into appear.

13. A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

a program code of determining the predetermined object the object first image of which is blurred from the objects in the object space, according to a progress of the predetermined game.

14. A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

a program code of setting a location of the virtual camera as the predetermined position.

15. A storage medium having a computer-executable program recorded thereon, as claimed in claim 14, wherein the program further comprises:

a program code of blurring the object first image of the predetermined object, according to a sight line angle of the virtual camera to the predetermined object.

16. A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

a program code of setting a fixation point as the predetermined position, according to a progress of the predetermined game.

17. A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

a program code of blurring an object image on a racing course of a racing game as the predetermined game.

18. A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

a program code of blurring an object image of an object processed by an anti-aliasing, a mip mapping or a level of detail processing, of the objects in the object space.

19. A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

a program code of carrying out an image composition processing to the predetermined object as a transparency of the predetermined object is changed.

20. A storage medium having a computer-executable program recorded thereon, as claimed in claim 11, wherein the program further comprises:

a program code of expressing a foundation of the predetermined object;

a program code of expressing a surface layer having at least one surface on the foundation, of the predetermined object;

a program code of expressing the predetermined object having the foundation and the surface layer; and

a program code blurring the surface layer to bring the foundation into appear.

21. A computer program comprising program code means for performing the steps of:

generating a space image of an object space, viewed from a virtual camera;

blurring an object first image of a predetermined object of objects in the object space, according to a distance from a predetermined position to the predetermined object in the object space, to generate a blurred object second image; and

executing a predetermined game by displaying the space image including the blurred object second image on a display section.

22. A computer program as claimed in claim 21, further comprising program code means for performing the steps of:

expressing a target of the predetermined object;

expressing a foundation of the target, according to a background of the predetermined object;

expressing the predetermined object having the target and the foundation; and

blurring an image of the target to bring an image of the foundation into appear.

23. A computer program as claimed in claim 21, further comprising program code means for performing the step of: determining the predetermined object the object first image of which is blurred from the objects in the object space, according to a progress of the predetermined game.

24. A computer program as claimed in claim 21, further comprising program code means for performing the step of: setting a location of the virtual camera as the predetermined position.

25. A computer program as claimed in claim 24, further comprising program code means for performing the step of: blurring the object first image of the predetermined object, according to a sight line angle of the virtual camera to the predetermined object.

26. A computer program as claimed in claim 21, further comprising program code means for performing the step of: setting a fixation point as the predetermined position, according to a progress of the predetermined game.

27. A computer program as claimed in claim 21, further comprising program code means for performing the

step of: blurring an object image of a racing course on a racing game as the predetermined game.

28. A computer program as claimed in claim 21, further comprising program code means for performing the step of: blurring an object image of an object processed by an anti-aliasing, a mip mapping or a level of detail processing, of the objects in the object space.

29. A computer program as claimed in claim 21, further comprising program code means for performing the step of: carrying out an image composition processing to the predetermined object as a transparency of the predetermined object is changed.

30. A computer program as claimed in claim 21, further comprising program code means for performing the steps of:

expressing a foundation of the predetermined object;

expressing a surface layer having at least one surface on the foundation, of the predetermined object;

expressing the predetermined object having the foundation and the surface layer; and

blurring the surface layer to bring the foundation into appear.